# INSTALL SCRATCH LIVE

## WELCOME

**Before using your Sixty-One**, at least read this short booklet for the basics, even if you are already familiar with Scratch Live. Read the complete manual to get the best investment from your new Sixty-One.

**Before installing**, visit *serato.com* to be sure you have the latest Scratch Live software update. Check here for known compatibility issues with certain computers or operating systems. Check back regularly for updates, advice and tips. If you are new to installing software, read this section first.

1. At **serato.com**, click DOWNLOADS. Then click SCRATCH LIVE.

2. See if the version online is higher than the disc you have.

a. If it is the same, proceed to the Mac or Windows installation in this Quick Start.

b. If it is higher, click the download link.

3. **Do you want to open or save this file?** Click **Save**, and navigate to an easy place to find it, such as your desktop. When using Windows Explorer, click **Browse Folders** in the lower left corner and select **Desktop**.

4. When the download is complete, click **Open**.

a. For *Mac*, just double click the **Scratch Live Installer** and it will install.

b. For *Windows XP*, opening this downloaded file (double-clicking) should uncompress it. A dialog will ask where you want the files: choose **Desktop**. *Note*: if nothing happens when you double-click the downloaded file, you will need to install an unzip utility to uncompress the file. Type "unzip" into a search engine for several options.

## MAC INSTALLATION

Insert the Software Installation CD and double-click the installer icon. Mac users need only connect the one of the Sixty-One mixer's USB ports after installing the software. No extra hardware installation is required.

## WINDOWS INSTALLATION

It is important that Windows users install the Sixty-One drivers as well as the Scratch Live software. The easiest way to do this is to allow the Scratch Live installer to do all the work.

1. **Connect your Sixty-One's USB to your computer before you insert your installation CD.** When you first connect it, Windows will attempt to install the drivers via the hardware wizard. Cancel and close the hardware wizard.

2. Insert the Software Installation CD-ROM. Make sure your Sixty-One is connected first. If a window doesn't open automatically, browse to the CD drive. Run setup.exe.

or

Launch the installer you just downloaded from serato.com.

3. Follow the on-screen instructions. Once the installation is complete, Scratch Live appears in the Start Menu under All Programs > Serato > Scratch Live.

Because the Sixty-One was connected prior to installing Scratch Live, no extra hardware installation is required.

## ADDITIONAL WINDOWS DRIVERS

Vista & Windows 7 install the driver for all USB ports at once. Windows XP treats each USB port individually. You might like to install the Drivers for the Sixty-One on all of your USB ports.

Connect your Sixty-One to a USB port. Windows will again attempt to install the drivers via the hardware wizard. Cancel and close the hardware wizard.

With your hardware still connected, run the Scratch Live driver updater. This is usually located in:

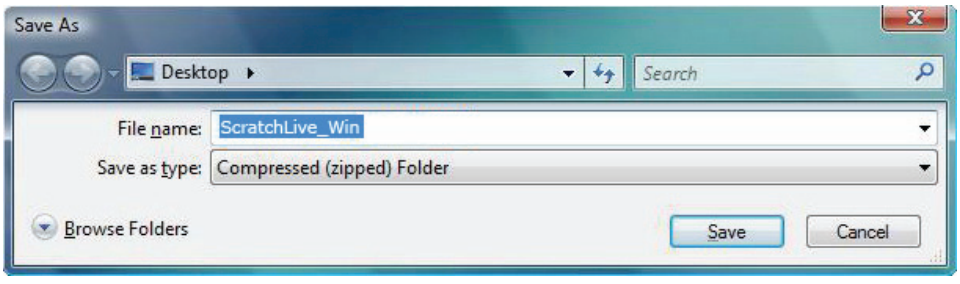
C: > Program Files > Serato > driver_updater32.exe

or for Vista and Win7 64-bit systems:

C: > Program Files (x86) > Serato > driver_updater64.exe.

Repeat this process for each of your USB ports.

**TIP: The driver updater can install drivers for different types of Scratch Live hardware, not just the Sixty-One. For example, if you play at a club that uses a TTM 57SL mixer, just connect the mixer and run through the driver updater as above.**



# CONNECTIONS

**This guide will help you get your decks connected and music playing. Leave the power off until your decks and amplifiers are connected.**

## ANALOG INPUTS

1. Connect your Left deck's RCA cables to **ANALOG INPUT 1**.
   - If it's a CD player, select **CD** with the switch above the input jacks.
   - If it's a turntable, select **PH** (Phono) with the switch above the input jacks. Secure the ground wire to a Phono Ground terminal.

2. Set the **SOURCE** selector for PGM 1.
   **THRU 1** plays directly from your deck.
   To play from the Left Virtual Deck in Scratch Live, choose ⇢ 1.

3. Connect your Right deck's RCA cables to **ANALOG INPUT 3**.
   - Select **CD** or **PH** as in step 1.

4. Set the **SOURCE** selector for PGM 2.
   **THRU 3** plays directly from your deck.
   To play from the Right Virtual Deck in Scratch Live, choose ⇢ 2.

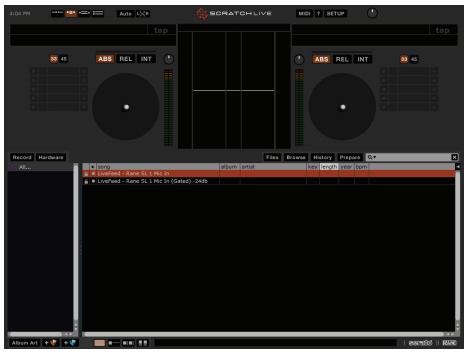
## ANALOG OUTPUTS

- **Main Out** is on a pair of balanced ¼″ TRS jacks.
- **Session Out** is available on a pair of unbalanced RCA jacks.
- **Headphones** output is available on both ¼″ TRS and 3.5 mm jacks.

The Main and Session outputs come from the same "Main Mix" signal. Main and Session outputs each have their own Level control. Because these signals are identical, you may use either of these outputs as the "Main" output if the other cable type is needed for the amplifier.

Rane recommends balanced 1/4" TRS wiring for the strongest signal and rejection of hum and noise. If your cable to the destination is less than 10 feet (3 meters), you can often get away with an unbalanced cable. See the RaneNote "Sound System Interconnection" at rane.com for cable wiring recommendations.

## STARTING THE SOFTWARE



Close all other programs on your Mac or PC. Connect a USB cable from your computer to the Sixty-One and turn it on. Running Scratch Live for the first time, you will see the screen above.

## USB CONTROL SOURCE

The default Inputs for decks performing Digital Vinyl Simulation (DVS) are Inputs 1 and 3, but you can change this. Analog Input 1 or 2 may be selected in Scratch Live software as the DVS signal for the Left Virtual Deck. Analog Input 3 or 4 may be selected in software as the DVS signal for the Right Virtual Deck.

To select the control sources in Scratch Live, click the SETUP button at the top of the Scratch Live screen. In the Hardware > General tab, verify that Control Source > PGM 1 is set to "1". This will be your Left Virtual Deck. verify that Control Source > PGM 2 is set to "3". This will be your Right Virtual Deck.

# CALIBRATING SCRATCH LIVE

Since Scratch Live is controlled by an analog signal, there is no guarantee of what state that signal will be in by the time the software gets to interpret it. Therefore, Scratch Live needs to be able to handle a wide range of signals, and be configurable to use them optimally. Calibrating is just configuring the software to your situation. **Calibration is equally important for both vinyl and CD users of Scratch Live.**

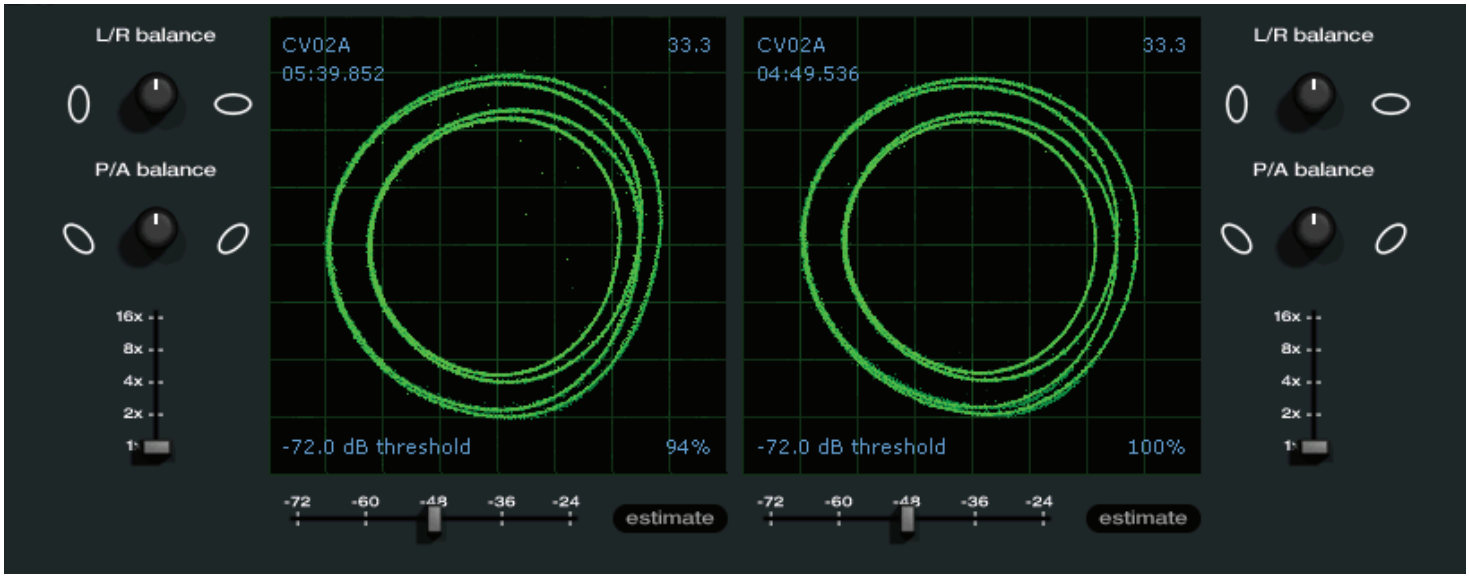
There are two parts to the Scratch Live control signal: The directional tone, and the noise map. Listening to the control vinyl, the directional tone is the 1 kHz tone. The noise map sounds like random noise over the top of the tone.

The directional tone provides the current speed and direction of the record, while the noise map tells the software precisely where on the record the needle is currently.

## THE NOISE THRESHOLD

A threshold is a lower limit, below which a process will not occur. In the case of Scratch Live, the noise threshold is the limit below which the input signal will not be interpreted as control signal; in other words if it's below the threshold, it is considered noise and ignored.

This setting is necessary because a stylus is very sensitive, and will inevitably pick up noise from the environment as well as the signal on the record, especially in the noisy environment of a live show.




## HOW TO CALIBRATE SCRATCH LIVE

With music playing in the background (from any source), put your needle on the record with the turntable **stopped**. If you are using CD players, the same rules apply. Have the CD deck paused or stopped while calibrating. Ensure the rear panel **P - L - S** switches are set correctly.

Click and hold the **estimate** button until the slider stops moving. Moving the threshold slider to the left will make Scratch Live more sensitive to slow record movement, but also more sensitive to background noise.

**Repeat the process for each deck.**

**Things to remember:**

- Your needle must be on the record.
- Your turntable (or CD player) must be stationary.
- The background music playing must be at a similar level to which you will play your set at.
- Calibrate Scratch Live every time you play.

**TIP: If the slider jumps to the far right, then you have a problem with noise in your turntables/CD players/mixer. Check all your connections and make sure your equipment is well earthed. In some situations you will not be able to improve the signal quality, and you will have to play on regardless. In this situation, stick to REL mode.**

## THE SCOPES

The scopes on the Setup screen in Scratch Live display the input signal as a phase diagram. The key factors to look at on the scope display are crisp clean lines, round shape, and the tracking percentage in the lower right corner.

Start both turntables or CD players. You will see green rings appear in the scope view as shown above.

For optimal performance the inner ring should be as close to circular as possible. Use the scope zoom slider (**1x to 16x**) to zoom in or out as necessary. Use the scope **L/R Balance** and **P/A Balance** controls to adjust the shape of the inner ring.

The number in the top left corner of the scope view gives the current absolute position within the control record or CD. The number in the top right corner is the current speed in RPM. In the bottom left is the current threshold setting, and the number in the bottom right shows the percentage of readable signal — this number should be close to 85% when your system is calibrated properly.

## CALIBRATION TROUBLESHOOTING

After calibration, the number in the upper right corner of the scope view should say 0.0 while the needle is on the record and the turntable is stopped.

If that number is fluctuating then manually move the Estimate slider to the right until that number is stable at 0.0. If you've moved the slider all the way to -24 and its still fluctuating then you have a grounding or interference problem somewhere in the chain.

If so, the first thing to check is that the grounding wire coming from your turntable is connected to a Sixty-One grounding post.

Next, make sure that the Sixty-One isn't sitting next to a power source such as a power strip and that the RCA cables aren't laying across other power conducting cables.

If you are still experiencing issues, you might have to adjust the placement of your setup. For example, make sure bass bins aren't directly under the turntables.

**If you have trouble getting the rings circular, you probably need to clean or change your needles.**

**If the image appears as a line, then you have a missing channel. Check your RCA connections and needles.** For more calibration troubleshooting help see "Scope Reading and Fixes" in the manual.

# IMPORTING AND PLAYING MUSIC

## IMPORTING YOUR MUSIC

1. Click the **Files** button to open the files panel. The left side of this window displays locations on your computer hard drive (and external drives if you have them). Click these locations to navigate and find your music. By default, your music is usually found in either "Music" (Mac) or "My Music" (Windows).

2. Once located, drag the folder or files you want to import onto the purple "❇ **All...**" icon, located to the left at the top of the crates and playlist window. To import all of your music, drag your whole music folder onto this icon.

**TIP: You can also import by dragging files and folders directly from Windows Explorer (PC version) or Finder (Mac version) into the Scratch Live library.**

**TIP: Adjust the size of the Files window by clicking and dragging near the three dots up or down. The vertical crates window adjusts left and right.**

## SUPPORTED FILE TYPES

Scratch Live supports fixed and variable bit rate .MP3, .MP4, Ogg Vorbis, .AAC*, .ALAC*, .AIFF, .WAV and Whitelabel (wl.mp3) file types. M3U playlists are also supported.

*Apple Quicktime is required for AAC and ALAC.

**NOTE: Older iTunes Music Store DRM files cannot be played back by Scratch Live. iTunes Plus files are DRM-free.**

## PLAYING MUSIC

Click on the "❇ **All...**" icon to show all the tracks in your library. Use the keyboard shortcut Shift - Left Arrow to load the highlighted track on to the Left Deck, and Shift - Right Arrow to load the highlighted track on to the Right Deck.

**TIP: You can also load tracks to Decks using the mouse. Click and drag a track from the track list area on to either Virtual Deck.**

To start playing a track, simply put the needle on the record and start the turntable. The track will start playing as soon as it detects the signal from the control vinyl (or CD).

In ABS mode, the track will play from the position dictated by the placement of the needle on the record. If you place the needle at the beginning of the record, the track will start playing from the beginning. You can skip through the track by picking up the needle and placing it further into the record, just as with regular records (known as needle dropping).

## HOW TO ANALYZE FILES

Before you play your music in Scratch Live, it is important to first analyze your files. The analyze files function processes the songs in your library to detect file corruption, saves the waveform overview to an ID3 tag*, and calculates auto-gain and BPM values.

To analyze files, run Scratch Live with the Sixty-One disconnected. On the left side of the main screen, click the **Analyze Files** button to build overviews for all the tracks in your library.

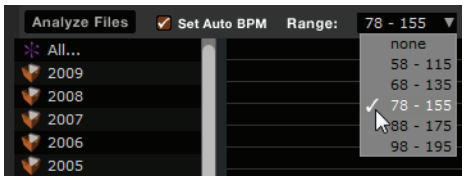
You can drag and drop individual folders, crates or files onto the Analyze Files button to force the building of overviews at any time.

## ABOUT CORRUPT FILES

If Scratch Live detects a corrupt file it will tag it with a corrupt file icon:

It is very important that you delete ANY corrupt files from your library as they can cause Scratch Live to crash regardless if you play the file or not. See "Status Icons" and "Corrupt File Descriptions and Diagnoses" in the manual.

## SET AUTO BPM

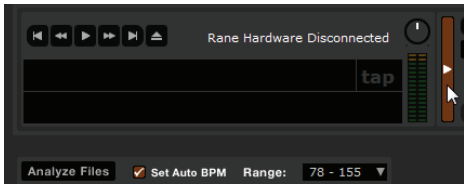



If this option is checked in the Setup screen while analyzing files, Scratch Live will calculate the estimated tempos of your files. If Scratch Live is confident that the Auto BPM estimate for a file is accurate, it will be written to an ID3 tag* in the file. The Auto BPM function will not be applied if the track already contains BPM information. To re-analyze these files and use Auto BPM or auto gain on them, drag them onto the **Analyze Files** button. If you know your file's BPM will fall within a certain range, use the range drop down to avoid double or half value BPMs being calculated.

***NOTE: ID3 tags contain data about your tracks and are saved inside the files themselves. Genre, track name and artist are examples of common tag information. See "Editing ID3 tags" in the manual.**

## THE OFFLINE PLAYER

The offline player is a useful tool for preparing crates, auditioning tracks, and setting cue and loop points. The offline player is available when Scratch Live hardware is not connected, and outputs through the current default audio device. Load a track to the offline player by dragging and dropping onto the Deck, or pressing shift+left arrow. If the end of the loaded track is reached, the next track in the current playlist is played automatically. Click the Offline Player Controls button (under the pointer below) to expand and hide the offline player controls.




For information on rescanning, moving, copying, deleting and backing up your files, see "File Management" in the manual.

## THE CONTROL RECORD

The control record has two sides. The first side is 10 minutes long and contains the Vinyl Scroll section. The second side is 15 minutes long. Scratch Live can be configured to work with records playing at either 33 RPM or 45 RPM, depending on your preference. The record has thin marks every minute, and a thicker mark every 5 minutes (when playing at 33 RPM). These marks are to assist you when using needle dropping to move through the track. These marks do not affect the playback of the track. The mode will switch when it reaches the end of the record so your track won't stop.

## THE CONTROL CD

The control CD has two tracks. The first track is 15 minutes long and controls playback. The second track is 40 seconds long and controls vinyl scroll.

## VINYL SCROLL

Vinyl Scroll allows you to select and load tracks using only your turntables (or CD player) – no contact with the computer necessary! To use Vinyl Scroll with turntables, lift the needle off the record and drop it into special "bonus track" section at the end of the record's A side, or Track 2 on CD players. The movement of the control disk now controls the selected track within your library. Read the Playback Control section in the manual for the best use of this track.

## FLEXFX

The blue **FLEXFX** buttons allow any combination of **PGM 1**, **PGM 2**, **MIC** or **AUX** to be assigned to the FlexFx bus where external analog (with the **ANALOG INSERT** button) or software effects via USB (with the **INSERT** button) may be inserted, such as Scratch Live DJ-FX.

The **DRY / WET** pan control lets you set the amount of FlexFX in the Main Mix. **DRY** equals no effect, **WET** gives maximum effect.

The DJ-FX Plugin gives you control of two FX units, each with three chained effects slots per unit. The DJ-FX plugin is not available when your mixer is not connected. To enable DJ-FX, go to **Setup > Plugins > Enable DJ-FX Plugin**. Once enabled, the **DJ-FX** panel button appears.

To enable post-fader DJ-FX using the **INSERT** button, go to **Setup > Plugins > Enable Mixer DJ-FX Send**.

If you hear audio delay when using the **INSERT**, lower the USB latency setting in **Setup > Hardware > USB Buffer Size.**

**NOTE: Assign a PGM channel or signal to FLEXFX before engaging the INSERT button to avoid audible artifacts**.

## AUX

This digital input is on USB playback stereo pair 5-6 and is normally used for the Scratch Live SP-6 sample player. This input has it's own **LEVEL**, **FLEXFX** assign and **CUE**.

The SP-6 Sample Player allows you to play up to six sources of audio, in addition to the tracks playing on the Virtual Decks. Any audio file in your Scratch Live library can be loaded to any one of the six slots, allowing playback of short samples, sound effects, or full length tracks. The SP-6 is enabled when the Sixty-One is plugged in, but not operational in the offline player mode.

To enable the SP-6 player, go to **Setup > Plugins > SP-6 Sample Player** and click "**Enable SP-6 Sample Player Plugin**." To assign the SP-6 Sample Player to **AUX**, click the SP-6 tab on the main Scratch Live screen and select "**A**" as the SP-6 output.

# VIRTUAL DECKS

## TRACK DISPLAY

When a track is loaded, the track name, artist and length are displayed in the track title bar, and the Virtual Deck shows a solid black line.

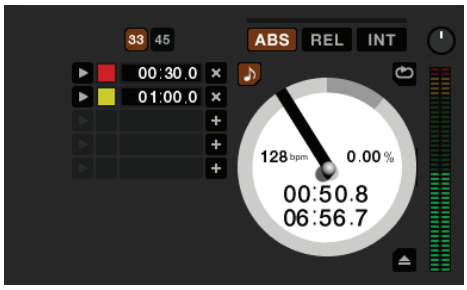
The Virtual Deck shows everything about the speed and position of a track. As the vinyl rotates, so does the line on the label. The circular progress bar around the edge is a visual representation of the position within the song, and can be set to flash to warn you that the track is nearing its end. The time and remaining time are displayed in minutes and seconds. The pitched BPM (BPM with pitch adjustment multiplier added) is shown on the left of the Virtual Deck, and the turntable speed as a percentage pitch shift is shown on the right of the Virtual Deck. If the track has no BPM information, pitched BPM will not be shown.

If you are playing regular vinyl, notice the Virtual Deck behaving strangely as Scratch Live attempts to decode the incoming signal. This will not cause any problems, but you may find it distracting. You can unload the currently loaded track using the Virtual Deck eject button.

## SCRATCH LIVE MODES

Scratch Live has three different modes of operation. You can switch between these modes by clicking the mode buttons near each Virtual Deck.

## ABSOLUTE MODE



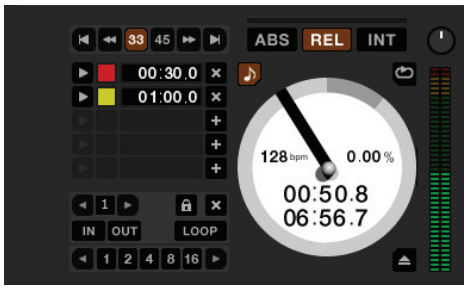

**ABS** mode is the default mode, and most closely resembles the properties of normal vinyl. The beginning of the track is mapped to the start of the record, and by picking up the tone arm and moving the needle to another part of the record (needle dropping) you can move to a different position within the track.

ABS mode faithfully reproduces the movement of vinyl control records, including stops, starts, scratching, needle dropping, rubbing and other turntablist techniques.

When you reach the end of the record using either REL or ABS modes, Scratch Live automatically switches to INT mode. This is known as Emergency Internal mode, and prevents long tracks from stopping when you run out of record. You can switch from Emergency Internal mode to ABS mode by lifting the needle and placing it in the lead-in of the control record. Emergency Internal mode will activate after 1 second. Use the keyboard shortcut F1 (left deck) or F6 (right deck) to switch to ABS mode.

**NOTE: Be careful when scratching near the end of the record not to accidentally go past this point and into internal mode, or the track will no longer respond to record movement!**

## RELATIVE MODE




**REL** mode observes the relative forward and backward movement of the record, but does not take into account the position within the record. REL mode disables needle dropping, but allows skip-free scratching.

See: “Drop To Absolute Position” in the manual.

**REL** mode adds additional speed controls:

**Previous track** – Go to the previous track in the list.

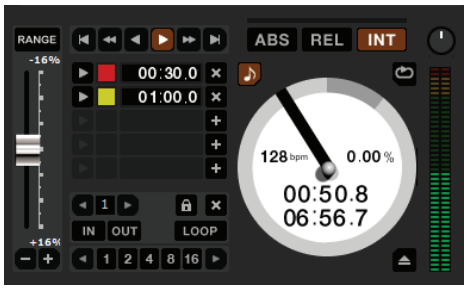
**Rewind** - The rewind function speeds up the longer you press the button.

**Fast forward** – The fast forward function speeds up the longer you hold the button.

**Next track** – Jump to the next track in the list.

**TIP: Use the keyboard shortcut F2 (left deck) or F7 (right deck) to switch to REL mode.**

## INTERNAL MODE




**INT** mode allows playing tracks without external vinyl (or CD) control. INT mode has a start / stop function and a virtual pitch slider. Holding down the shift key moves the pitch slider slowly. Holding the ctrl key and clicking on the pitch slider resets it to 33 RPM or 45 RPM, depending on which you are closest to at the time.

Scratch Live automatically switches to INT mode when the end of the control record is reached; you can switch back to ABS mode by placing the needle in the lead-in of the control record. If you switch from ABS or REL into INT mode, Scratch Live automatically adjusts pitch to maintain playback speed as set by the turntable. Use the keyboard shortcut F3 (left deck) or F8 (right deck) to switch to INT mode.

**INT** mode adds these additional controls:

**Play / pause reverse** - Press to play, press again to stop playback. You can adjust the braking knob in the setup screen to range from an immediate stop to a slow turntable-style 'power down'. See "Braking" in the manual.

**Play / pause forward** – Press to play, press again to stop playback. Uses the same braking as described above.

**Bend down** - Create a temporary decrease in the playback speed. Use bend down if the two tracks are in time, but this track is slightly ahead of the other track.

**Bend up** – Create a temporary increase in the playback speed. Use bend up if the two tracks are in time, but this track is slightly behind the other track.

**Pitch Slider** - Use the pitch slider to make pitch adjustments while using INT mode. Drag the pitch slider with the mouse to make large pitch movements, or hold the shift key and drag the pitch slider to make fine adjustments.

Clicking the **RANGE** button above the slider changes the slider range to ±8%, ±10%, ±16%, ±50% or ±100%.

## TEMPORARY CUE

There is a temporary cue point that can be used like the cue button on many DJ CD players. Press ctrl-I to set this temporary cue point on the Left Deck, and ctrl-K to set it on the Right Deck. This temp cue point is shown in the main waveform as a white marker. This cue point is not saved with the track, and by default is set to the beginning of the track. Press I to jump to this temporary cue point on the Left Deck, and K for the Right Deck. If you hold down the I or K key while the track is stopped, it will play from the temporary cue point. As soon as you release the key, it will jump back to the temporary cue point. Note that you can use this shortcut to jump to the beginning of the track if the temporary cue point has not been set. See "Cue Points" in the manual.

## MORE CONTROLS

The complete list of keyboard shortcuts is on the last page of this Quick Start.

Click on the waveform to 'scrub' or make fine adjustments to your position within the track. This may be useful if you wish to set cue points in your tracks, and don't have your turntables or CD players connected.

**NOTE: If you play a track in INT mode, and then switch to ABS or REL mode, the pitch adjustment will be dictated by the turntable, so there will be a jump in pitch unless they are already perfectly matched.**

**TIP: If you are in ABS or REL mode and you get a build up of dust on the needle that is breaking up the audio, hold down ctrl and press the INT button. This will take you to INT mode and reset the pitch to zero.**

## MORE HELP

This Quick Start just gives the highlights to get you running. You will want to read the full manual while using the Sixty-One to understand everything it can do. Before calling the factory for support, first look for your question in the manual.

The next place to search online in the Forum at **serato.com/forum**, where thousands of tips are updated daily. You will definitely want to bookmark this one in your browser.

The articles are another valuable resource at **serato.com/articles/scratchlive**. Over 70 topics including a *Laptop Buying Guide, Your First Party with Scratch Live, Recording Your Set,* and *Moving Your Library and Crates to a New Computer or Hard Drive.*

# KEYBOARD SHORTCUTS ACTIONS ACCESSED DIRECTLY FROM THE COMPUTER KEYBOARD

| KEY | ACTION |
|---|---|
| **ctrl - L** | Locate the current track. This will highlight the track you most recently loaded.<br>Pressing ctrl - L again will alternate between the tracks recently loaded on both decks. |
| **ctrl - R** | Reveal - the highlighted song is opened in a file browser. |
| **ctrl - F** | Find - moves the cursor to the search box. |
| **ctrl - A** | Select all. |
| **ctrl - C** | Copy text in edit mode. |
| **ctrl - E** | Edit text. |
| **ctrl - V** | Paste text in edit mode. |
| **ctrl - X** | Cut text in edit mode. |
| **ctrl - Z** | Undo last track load. |
| **shift - ctrl - ↑**<br>**shift - ctrl - ↓** | Move focus up / down through the library or crates. Note that if you have a song highlighted in the song view, and use shift - ctrl - ↑ ↓ you will move up or down through the library or crates. When you release the shift or ctrl key, the focus will go back to the song view so that you can move up and down through songs using ↑ ↓. |
| **ctrl - P** | Add tracks to the prepare window. |
| **ctrl - N** | Start a new mic recording. |
| **ctrl - O** | Open the track in your default MP3/WAV/OGG/AIF player. |
| **-** or **+** | Zoom the main waveform display. |
| **ctrl -** or **+** | Zoom the library text size. |
| **tab** | Alternate focus between crates or songs. |
| **ctrl - del** and<br>**ctrl - backspace** | Remove track from library, remove track from crate, delete crate (does not delete the file). |
| **alt - del** and<br>**alt - backspace** | Remove track from crate and from library. |
| **ctrl - shift - del** and<br>**ctrl - shift - backspace** | Delete the file from your library *and* send to the recycle bin.<br>(Note to iTunes users: files in your iTunes library cannot be deleted this way). |
| **ctrl - shift - /** | Toggle the input reverse switch. |
| **~** | Toggle the Flashing Deck indicator between the Primary and Secondary Decks. |
| **esc** | Clear search string if searching, or exit Scratch Live. |

| SP-6 SAMPLE PLAYER | slot 1 | slot 2 | slot 3 | slot 4 | slot 5 | slot 6 |
|---|---|---|---|---|---|---|
| Load to sample slot | **ctrl - alt - Z** | **ctrl - alt - X** | **ctrl - alt - C** | **ctrl - alt - V** | **ctrl - alt - B** | **ctrl - alt - N** |
| Play sample slot | **Z** | **X** | **C** | **V** | **B** | **N** |

| LEFT DECK | ACTION | | RIGHT DECK |
|---|---|---|---|
| **ctrl - ←** or **shift - ←** | Load the highlighted song to a deck. | | **ctrl - →** or **shift - →** |
| **ctrl - shift - →** | Load the track currently on one deck onto the other deck as well (instant doubles). | | **ctrl - shift - ←** |
| **shift - alt - ←** | Unload the track from a deck. | | **shift - alt - →** |
| **ctrl - , (comma)** | Place a cue point. | | **ctrl - . (period)** |
| **ctrl - 1, 2, 3, 4, 5** | Place a cue point in a slot. | | **ctrl - 6, 7, 8, 9, 0** |
| **1, 2, 3, 4, 5** | Jump to cue points slots. | (rel and int modes) | **6, 7, 8, 9, 0** |
| **F1** | Switch deck to absolute mode. | | **F6** |
| **F2** | Switch deck to relative mode. | | **F7** |
| **F3** | Switch deck to internal mode. | | **F8** |
| **F5** | Key lock on / off. | | **F10** |
| **Q** | Play / pause reverse. | | **A** |
| **W** | Play / pause forward. | | **S** |
| **E** | Pitch down. | | **D** |
| **R** | Pitch up. | | **F** |
| **T** | Bend down. | (rel and int modes) | **G** |
| **Y** | Bend up. | (rel and int modes) | **H** |
| **U** | Censor. | (rel and int modes) | **J** |
| **I** | Go to temporary cue point. | (rel and int modes) | **K** |
| **O** | Set / adjust loop in-point. | | **L** |
| **P** | Set / adjust loop out-point. | | **;** |
| **[** | Loop on / off. | | **'** |
| **ctrl - [** | Jump to selected loop. | | **ctrl - '** |
| **alt - Q** | Load previous track. | | **alt - A** |
| **alt - W** | Load next track. | | **alt - S** |
| **alt - 1, 2, 3, 4, 5** | Auto loop on / off. | | **alt - 6, 7, 8, 9, 0** |
| **ctrl - alt - 1, 2, 3, 4, 5** | Loop roll. | | **ctrl - alt - 6, 7, 8, 9, 0** |
| **alt - E** | Rewind. | (rel and int modes) | **alt - D** |
| **alt - R** | Fast forward. | (rel and int modes) | **alt - F** |
| **alt - O** | Previous loop. | | **alt - P** |
| **alt - L** | Next loop. | | **alt - ;** |
| **alt - space bar** | Activate the tempo tapper. | | **alt - space bar (x2)** |
| **ctrl - I** | Set temporary cue point. | (rel and int modes) | **ctrl - K** |